OPS & TACTICS

Player Name: _____ Character Name: _____

Race: _____ Age: _____ Level: _____ EXP: _____

Description

_____

_____

_____

_____

_____

_____

	Score	Mod		
STR				
			Focus	Power
DEX				
			Marksmanship	Agility
CON				
INT				
WIS				
CHA				

Recoil Red.

STR Score-10

Initiative

Agility Mod. + Misc. Mod.

Mental Limit

((6+WIS Score)*Char. Level) + 40

Combat

Base Atk. Bonus

Combat Pts.

Saving Throws

	Total		Ability + Misc Mod.		Base Save
Fortitude (Constitution)		=		+	
Reflex (Agility)		=		+	
Will (Wisdom)		=		+	

Defense

Standard

Flat-Footed

Touch

Hit Points

Core HP	Ext. HP
CON score + Race Mod.	Char. score + CON Mod.

Armor

Name	Type	Equip Bonus	Armor Pts.	CP Loss	Weight	Armor Penalty	Damage Reduction

Upgrades

Name	Type	Equip Bonus	Armor Pts.	CP Loss	Weight	Armor Penalty	Damage Reduction

Upgrades

Name	Type	Equip Bonus	Armor Pts.	CP Loss	Weight	Armor Penalty	Damage Reduction

Upgrades

Carrying Capacity:

Light	Medium	Heavy	Ovr.	Lift	Push

Feats

MOLLE

Worn Clothing & Equipment

Notes

Vehicles

Weapons

Name	Caliber/Damage	Recoil Mod./Error Range	Critical	Atk. Bonus	Weight/Size	Action/Modes/RoF	Upgrades/Attachments

Magazines/Heat

Notes

Name	Caliber/Damage	Recoil Mod./Error Range	Critical	Atk. Bonus	Weight/Size	Action/Modes/RoF	Upgrades/Attachments

Magazines/Heat

Notes

Name	Caliber/Damage	Recoil Mod./Error Range	Critical	Atk. Bonus	Weight/Size	Action/Modes/RoF	Upgrades/Attachments

Magazines/Heat

Notes

Unused Attachments and stored Ammo boxes/Magazines

Skills

	Modifier		Ranks		Ability Mod.		Misc. Mod.		Focused Skill
Acrobatics (DEX)		=		+		+			
Animal Handling (CHA)		=		+		+			
Athletics (STR)		=		+		+			
Craft: _____ (INT)		=		+		+			
Craft: _____ (INT)		=		+		+			
Craft: _____ (INT)		=		+		+			
Craft: _____ (INT)		=		+		+			
Craft: _____ (INT)		=		+		+			
Demolitions (INT)		=		+		+			
Disable Device (INT)		=		+		+			
Drive (DEX)		=		+		+			
Knowledge: _____ (INT)		=		+		+			
Knowledge: _____ (INT)		=		+		+			
Knowledge: _____ (INT)		=		+		+			
Knowledge: _____ (INT)		=		+		+			
Knowledge: _____ (INT)		=		+		+			
Linguistics: _____ (None)		=							
Linguistics: _____ (None)		=							
Perception (WIS)		=		+		+			
Perform: _____ (CHA)		=		+		+			
Perform: _____ (CHA)		=		+		+			
Pilot (DEX)		=		+		+			
Presence (CHA)		=		+		+			
Ride (DEX)		=		+		+			
Stealth (DEX)		=		+		+			
Speechcraft (CHA)		=		+		+			
Technology Use (INT)		=		+		+			
Treat Injury (WIS)		=		+		+			

Common CP Costs

- Movement (+1 DEF per 5' moved after 20' for round moved, max +10)
  - Walking and Running: 1 per 5'
  - Moving while crouched: 2 per 5'
  - Moving while prone: 3 per 5'
  - Drop Prone: 0
  - Stand up: 6
- Object Manipulation
  - Draw from waistband: 6
  - Draw from Holster: 3
  - Reholster: 4
  - Unsling/Resling: 5
  - Pick up from ground/Use object: 3
  - Pull/Store From/In MOLLE or LBE: 3
  - Pull/Store From/In Pocket/Bag: 4
  - Drop Item: 0
  - Cycle Weapon: 1
  - Clear Jam: 12
- Fire Taser: 6
- Fire Crossbow, Speargun:
  - Heavy: 7
  - Medium: 6
  - Light: 5
- Standard Melee Attacks
  - Dim, Tiny, Small: 3
  - Med, Large: 4
  - Huge and Larger: 5
- Light Attack: -1
- Heavy Attack: +2
- Full Attack: +7
- Aggressive Attack: +2
- Thrust Attack: +1
- Swipe Attack: +1
- Reaction: 7
- Single Shot Firearm Attacks
  - Dim, Tiny, Small: 5
  - Med: 6
  - Large, Huge: 8
  - Garg: 9
- Autofire: 6
  - Slow ROF: 12 round autofire, 6 round burst.
- Potshot: 4
  - Standard ROF: 10 round autofire, 5 round burst.
- Double Tap: 6
  - Fast ROF: 8 round autofire, 4 round burst.
- Burstfire: 5
- Sweepfire: 4
- Sprayfire: 4

Magic Skills

	Modifier		Ranks		Ability Mod.		Misc. Mod.	Focused Skill
Spellschool(Abjuration) (INT)		=		+		+		
Spellschool(Conjuration) (INT)		=		+		+		
Spellschool(Divination) (INT)		=		+		+		
Spellschool(Enchantment) (INT)		=		+		+		
Spellschool(Evocation) (INT)		=		+		+		
Spellschool(Illusion) (INT)		=		+		+		
Spellschool(Necromancy) (INT)		=		+		+		
Spellschool(Transmutation) (INT)		=		+		+		

Common Magic Actions

- Release a Spell: 7
- Fire a Stylus: 8
- Use an Aetherwand: 6
- Use an Aetherrod: 7
- Use an Aetherstaff: 8

Stylus

Damage	Range

School	Total Spell Cost	Uses

Cost	Effect

School	Total Spell Cost	Uses

Cost	Effect

School	Total Spell Cost	Uses

Cost	Effect

School	Total Spell Cost	Uses

Cost	Effect

School	Total Spell Cost	Uses

Cost	Effect

School	Total Spell Cost	Uses

Cost	Effect

School	Total Spell Cost	Uses

Cost	Effect

School	Total Spell Cost	Uses

Cost	Effect

Psionic Skills

	Modifier		Ranks		Ability Mod.		Misc. Mod.		Focused Skill
Psionics(Fluid Dynamics) (WIS)		=		+		+			
Psionics(Plasma Dynamics) (WIS)		=		+		+			
Psionics(Telekinesis) (WIS)		=		+		+			
Psionics(Telepathy) (WIS)		=		+		+			
Psionics(Psychometabolism) (WIS)		=		+		+			

Common Psionic Actions

- Use a Power: 5
- Draw a Psiblade: 6
- Activate a Psiblade: 0

Power	Total Power Cost	Power	Total Power Cost	Power	Total Power Cost
Cost	**Effect**	**Cost**	**Effect**	**Cost**	**Effect**

Power	Total Power Cost	Power	Total Power Cost	Power	Total Power Cost
Cost	**Effect**	**Cost**	**Effect**	**Cost**	**Effect**

Power	Total Power Cost	Power	Total Power Cost	Power	Total Power Cost
Cost	**Effect**	**Cost**	**Effect**	**Cost**	**Effect**

Incantation Skills

	Modifier		Ranks		Ability Mod.		Misc. Mod.		Focused Skill
Incantation(Heirloom) (CHA)		=		+		+			
Incantation(Hex) (CHA)		=		+		+			
Incantation(Shadow Defense) (CHA)		=		+		+			
Incantation(Shadow Offense) (CHA)		=		+		+			
Incantation(Shadow Control) (CHA)		=		+		+			
Incantation(Strike) (CHA)		=		+		+			

Incantation Action Cost

- 0 IP: 4 CP
- 1-4 IP: 5 CP
- 5-8 IP: 6 CP
- 9-10 IP: 7 CP
- 11-13 IP: 8 CP
- 14-16 IP: 9 CP
- 17+ IP: 10 CP

Recipes

Language	Total IP Cost	Language	Total IP Cost	Language	Total IP Cost
Cost	Effect	Cost	Effect	Cost	Effect

Language	Total IP Cost	Language	Total IP Cost	Language	Total IP Cost
Cost	Effect	Cost	Effect	Cost	Effect

Language	Total IP Cost	Language	Total IP Cost	Language	Total IP Cost
Cost	Effect	Cost	Effect	Cost	Effect